

Figure 1a

FIG. 16 is a block diagram of a system for controlling a scoreboard display assembly. The system includes a scoreboard display assembly 101, an electronics assembly 112, a player remote control 104, and a master remote control 103. The scoreboard display assembly 101 is connected to the electronics assembly 112. The electronics assembly 112 includes an antenna 113, a display driver 116, a controller/command decoder 115, and an RF receiver 114. The player remote control 104 includes an antenna 141. The master remote control 103 includes an antenna 142. The player remote control 104 and the master remote control 103 are connected to the RF receiver 114 of the electronics assembly 112. The controller/command decoder 115 is connected to the display driver 116. The display driver 116 is connected to the scoreboard display assembly 101. A switch panel 104 is connected to the controller/command decoder 115.

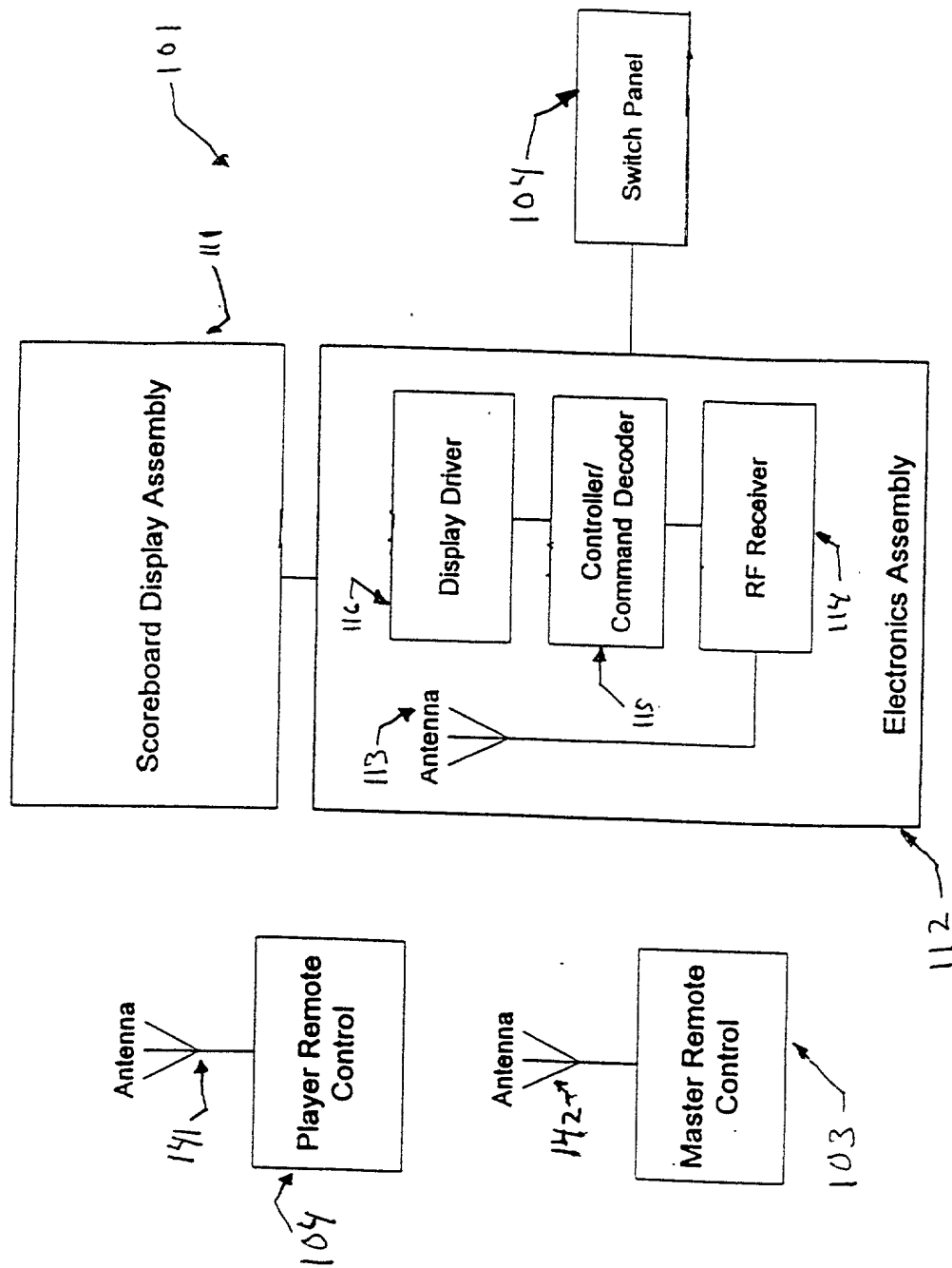


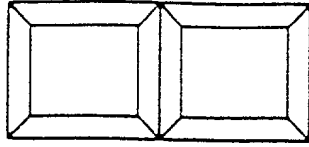
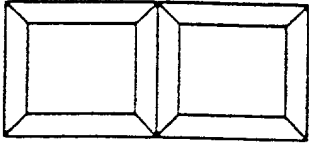
Figure 16

Figure 29 is a schematic diagram of a control panel for a game machine. The panel is divided into three main sections: a top section labeled 203, a middle section labeled 202, and a bottom section labeled 201. The top section 203 contains two large rectangular buttons labeled "SET" and a smaller rectangular button below them. The middle section 202 contains two large rectangular buttons labeled "GAME" and a smaller rectangular button below them. The bottom section 201 is labeled "SWITCH PANEL" and contains a row of eight small square buttons. An arrow labeled 204 points to the bottom section 201.

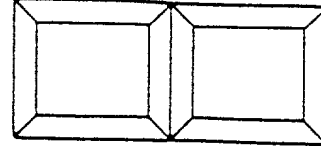
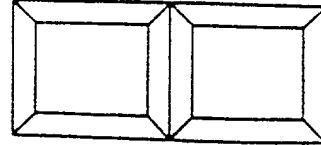
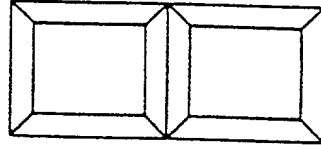
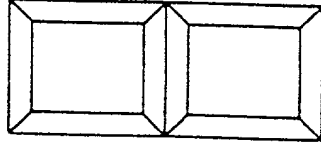
203

203

SET



GAME



202

SWITCH
PANEL

201

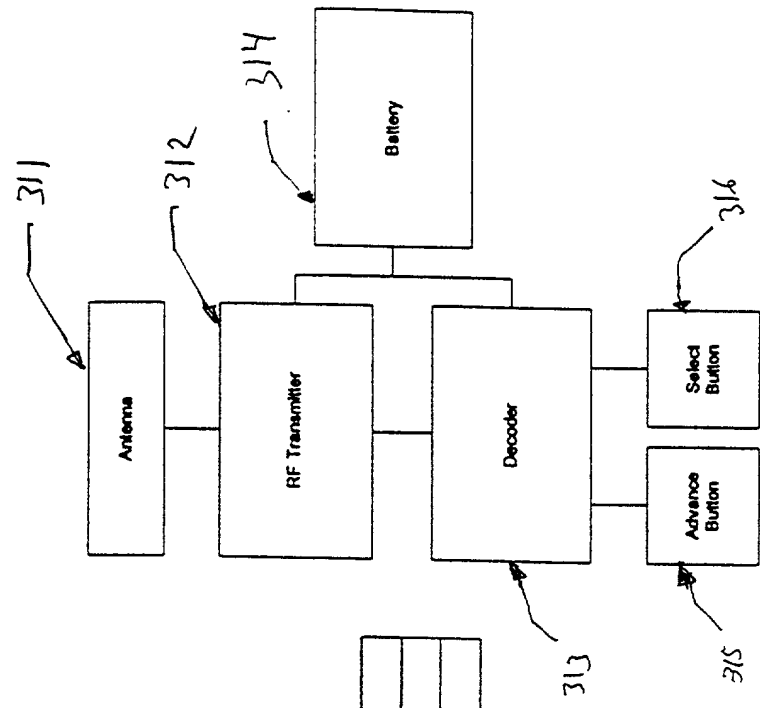


SWITCH PANEL DETAIL	
SWITCH	POSITIONS
Match Mode	3 5
Set Mode	6 8
Tie Breaker Mode	ON OFF
Timer	ON OFF
Power	ON OFF

204

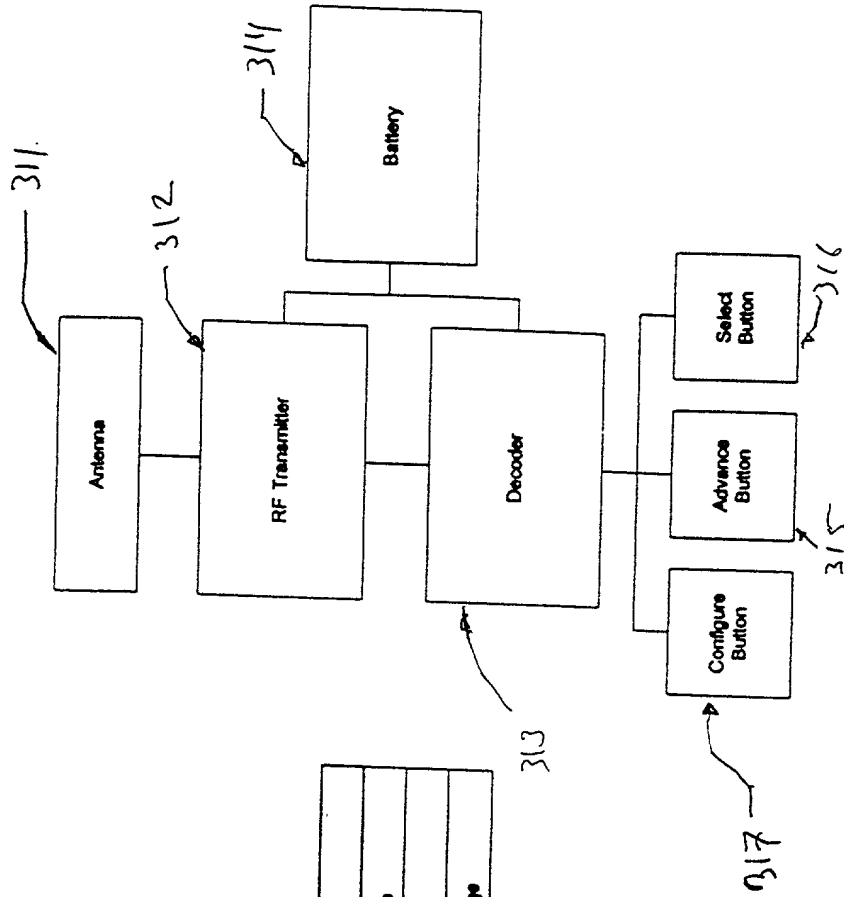
Figure 29

FIG. 3a is a block diagram of a system 300. The system 300 includes an Antenna 311, an RF Transmitter 312, a Decoder 313, a Battery 314, an Advance Button 315, and a Select Button 316. The Antenna 311 is connected to the RF Transmitter 312. The RF Transmitter 312 is connected to the Decoder 313. The Battery 314 is connected to the RF Transmitter 312 and the Decoder 313. The Advance Button 315 and the Select Button 316 are connected to the Decoder 313.



BUTTON	HOW THE BUTTON IS USED
Select	Select a Scoreboard element to change
Advance	Increment the selected scoreboard element

Figure 3a



BUTTON	HOW THE BUTTON IS USED
Select	Select a scoreboard element to change
Advance	Increment the selected element
Configure	Select a configuration element to change

Figure 3b

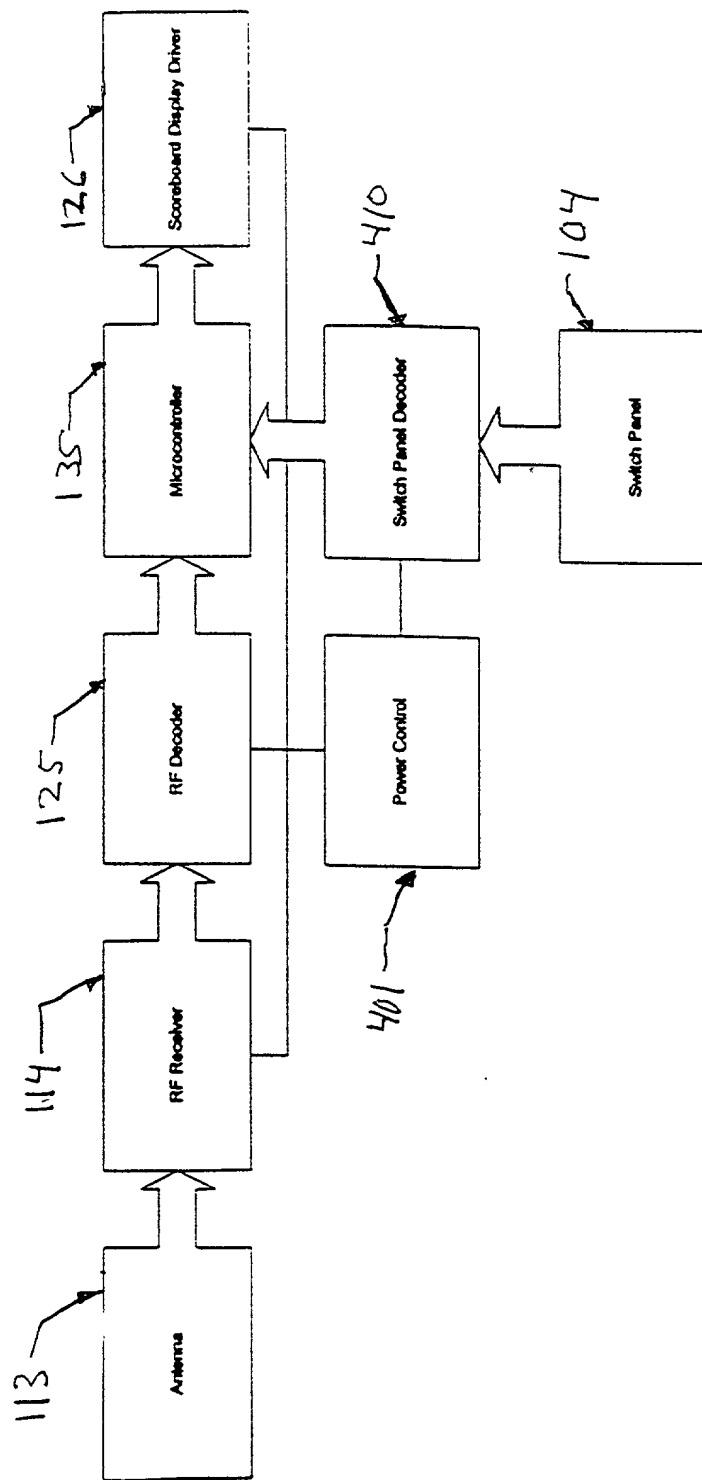


Figure 4

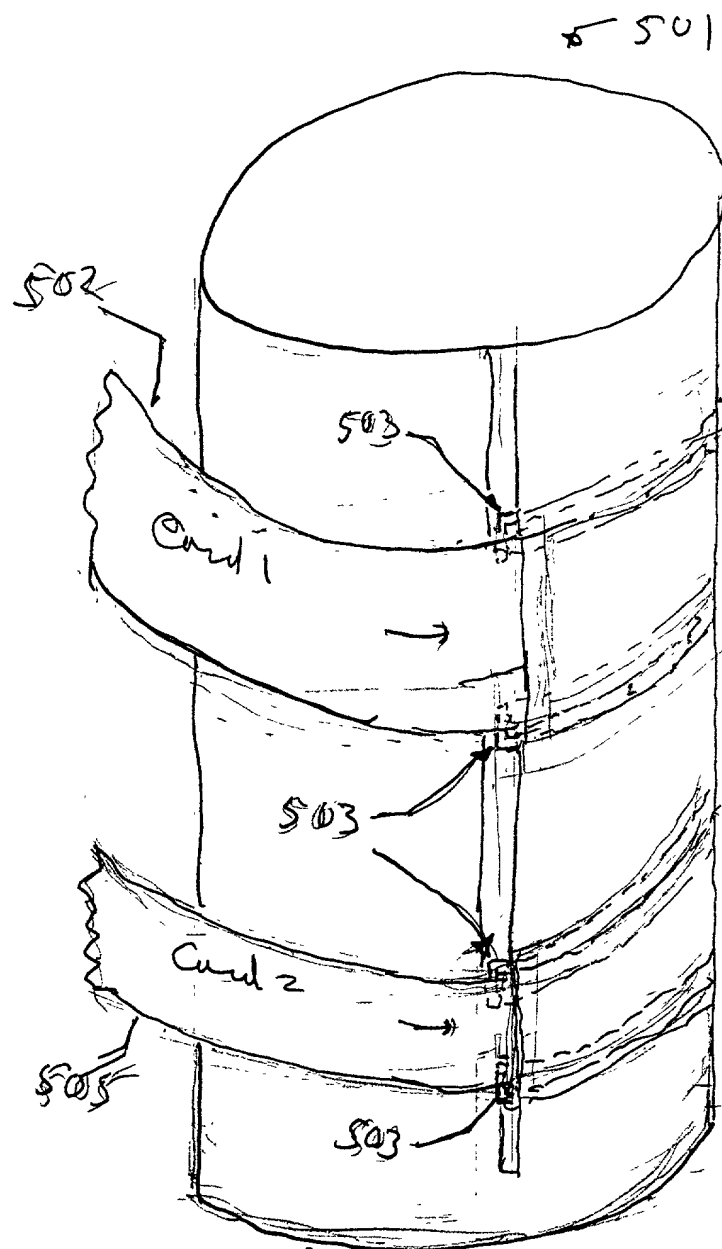


Figure 59

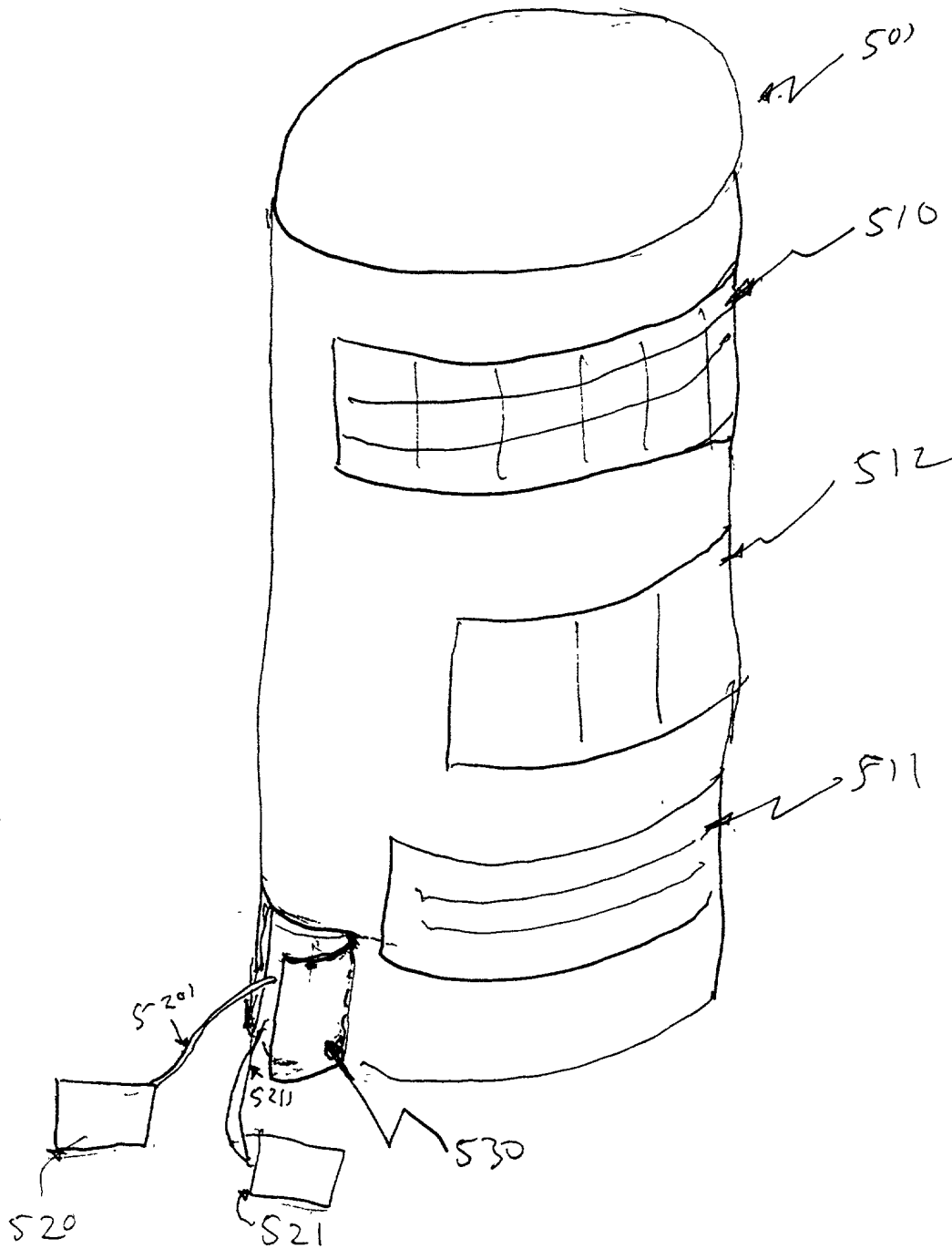


Figure 5b

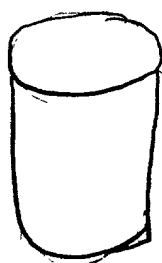


Figure 6a

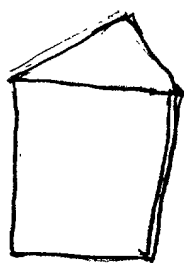


Figure 6b

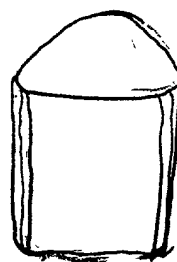


Figure 6c

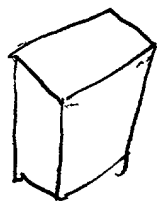


Figure
6d

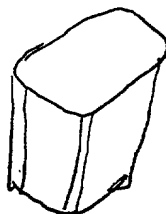


Figure
6e



Figure
6f



Figure
6g